Rush ’n’ Crush

Roger’s Rules: Firedrake/BGG

Last edited 2024-03-19

Introduction

- Each car has two of the four pieces of fixed equipment: Armor Shielding (extra Structure, already shown on the card), On-board Computer (extra Steering, already shown on the card), Combat Bumper (for ramming from behind) and Minelayer.

- Each driver card has two of the four pieces of optional activatable equipment: Side Bumper, Flamer, Machine Gun, Lateral Circular Saw; each one also has a Rocket Booster and Fire Extinguisher.

- Your car is destroyed if either the Structure or the Heat counter reaches the skull.

- There are no pit stops. Steering, Brake, Turbo and Structure points will not be refreshed during the race; Heat can only be reduced slightly.

- The winner is the first car to cross the finish line. (Turn order matters.)

Setup

- Design a course: normal length is 8-10 tiles, or 4-5 with two laps. 6-8 (open, or closed with one lap) will provide a short game.

- Each player takes a car (large card) and a driver (small card), ideally from the same Team (colour) though it doesnt really matter, and nine clear markers (placed at the top of the Steering, Brake and Turbo tracks; on the four dark (“disarmed”) boxes on the Driver card; on full Structure (top) and zero Heat (right side). Also place a gearstick pawn on the zero spot in your gear matrix. If your car’s equipment includes a Minelayer, also take four red markers.

Round

- Establish an order for this round, front to back. If two cars are equally far forward, the one that arrived first is “ahead”.

- Each player takes their turn.

Turn

- First, decide how to move your gearstick pawn: accelerate (one step up or right-and-up along a white line), brake (one step down or down-and-left along a white line), or shift (as many spaces as you like left or right along a dashed line). Or keep it where it is. You may not deliberately decelerate to speed 0.

- Then spend as many of your Turbo points (to accelerate as above) or Brake points (to brake as above) as you like.

- Roll red dice based on your current colour zone (blue, yellow, orange, red) and white dice based on your current speed (look horizontally right from the gearstick pawn).

- Any 1-2 on red dice gives you a heat point. (+1 to the range for each Turbo you used this turn; using two Turbos makes each heat die give you heat on 1-4.)

- Your white dice roll is the number of lane changes you have available this turn. Speed 5- unlimited; speed 6-10, highest single die; speed 11-16, lowest single die; speed 18, 0.

- You **must** move your full speed (your movement allowance). You may use fewer lane changes than you rolled. Each Steering point you spend gives you a bonus lane change.

- A move into the square directly ahead of you uses one of your movement allowance. A move diagonally forward uses one movement allowance and one lane change.

- At any point before, during or after movement you may use Equipment. You have two Activations per turn: you can use each of these either to Arm a piece of equipment (move counter to the right) or to Use it, which disarms it (Y), Target (T), and/or third party (3) take a structure point:

	1	2	3	4	5	6
clear	Y	Y			T	T
block	Y	Y		T	T	T+3

- If you Side Ram and Use Lateral Circular Saw, also roll a red die; do one Structure point to your target on a 4-6. This is completely separate from the Side Ram resolution.

- If you hit another racer directly from behind, this is a “Rush ’n’ Crush”. End your move and roll a die *for each point of movement allowance remaining*. For each 1-2, both vehicles take a structure point; on a 3 (3-4 if you have Combat Bumper) only the target takes one.

- The Machine Gun fires directly forward (i.e. within your lane, even if it’s curving) at range 1-3. Roll (4-range) dice; each 1-2 does one structure to the target.

- The Flamer fires directly backward (i.e. within your lane, even if it’s curving) at range 1-3. Roll (4-range) dice; each 1-2 gives one heat to the target.

- The Rocket Booster may only be Used at the end of movement. Choose 1-3 and move that many spaces directly forward. For each space moved, roll a heat die and add 1 heat on 1-2.

- Using the Fire Extinguisher lowers your heat by 1.

- Whenever you leave a space, you may activate the Minelayer to drop one of your four red mine markers in that space. If another car crosses it, it’s treated like hitting a wreck (but if it does damage, the marker is removed).

(move counter to the left). You cannot move the same counter twice in a turn.

- If you hit a wreck, roll a die: on a 1-3 you take one structure point.

- If you hit a fixed obstruction, roll white dice as for steering but invert the sense (e.g. at speed 12 you’d roll 3 dice and take the *highest*). Take that many structure points. (1 at speed 4-5, 6 at speed 18.) Then make a free compulsory lane change (spending one movement but not a lane change) and continue movement.

- If you hit another racer diagonally from behind, this is a “Side Ram”. Roll a die, +1 if you Use Side Bumper. If the far side of the target space is clear, on a 4 or higher the defender will be displaced into it and you take their old space; otherwise you move forwards (and do not spend a lane change). You